

Nintendo

QUICK REFERENCE CARD

TUSK

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Web of Death	○○○ + FP	Linker & Parry Opener
	Boot Kick	○○○ + Any Kick	QK, MK Linkers
	Skull Splitter	○○○ + FK	
	Back Stab	○○○○○ + QP	
SPECIAL MOVES	Conqueror	○○○ + Any Punch	Pop-up
	Fake Skull Splitter	○○○ + QK	
	Air Double	○○○ + Kick	
	Throw	○ + FK	In on opponent's throw move
END SPECIALS	Reverse Throw	○ + FK	
	Parry Move	○ + Hold QP	
	Pressure Move	○ + FP	
	Breaker	○○○ + P/X	
SUPER MOVES	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○○○○○ + QK	
	Ultra	○○○○○ + MP	
	ULTIMATE	○○○○○ + MK	
SUPER MOVES	Q-Combo Ultimate	○○○○○○○ + MP	
	Super Boot Kick	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
	Super Web of Death	○○○○○ + FP	Requires 3 Super Bar Blocks Linker
	Shadow Move	○○○○○ + FK	Requires 3 Super Bar Blocks
SUPER MOVES	Pillar of Flames	○○○○○ + QK	Requires 4 Super Bar Blocks
	Super Conqueror	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	End Special 1	Back Stab + QP	
	End Special 2	Conqueror + FP	
	End Special 3	Skull Splitter + FK	
	End Special 4	Boot Kick + FK	
	End Special 5	○○○ + QP	After first 4 Enders

KIM WU

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Tornado Kick	○○○ + Any Kick	QK, MK Linker & Parry Opener
	Firecracker	○○○ + MP, FP	MP Linker
	Split Kick	○○○ + FK	
	Fake Split Kick	○○○ + MK	Pop-up
SPECIAL MOVES	Fireflower	○○○ + QP	
	Air Fire	○○○ + MP / FP	
	Air Torpedo	○○○ + Any Punch	Must Jump
	Pop-up	○○○ + Any Punch	
SPECIAL MOVES	Air Double	○○○ + Punch	
	Roll	○○	
	Throw	○ + FP	
	Reverse Throw	○ + FP	In on opponent's throw move
SPECIAL MOVES	Parry Move	○ + Hold QP	
	Pressure Move	○ FK	
	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
SUPER MOVES	Mini-Ultra	○○○○○ + QK	
	Ultra	○○○○○ + QK	
	ULTIMATE	○○○○○○○ + QK	
	Q-Combo Ultimate	○○○○○○○ + MK	
SUPER MOVES	Super Tornado	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
	Super Firecracker	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
	Shadow Move	○○○○○ + FK	Requires 3 Super Bar Blocks
	Super Air Torpedo	○○○○○ + MP (Jump in Air)	Requires 4 Super Bar Blocks
SUPER MOVES	Snap Dragons	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	End Special 1	Fireflower + QP	
	End Special 2	Firecracker + FP	
	End Special 3	Tornado Kick + FK	
	End Special 4	Split Kick + FK	
	End Special 5	○○○ + MK	After first 4 Enders

FULGORE

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Cyber Dash	○○○ + MK, FK	MK Linker, MK Parry Opener
	Eye Laser	○○○ + MP, FP	MP Linker
	Laser Storm	○○○ + Any Punch	
	Fake Laser Storm	○○○ + QP	
SPECIAL MOVES	Eye Laser	○○○ + FP, MP	
	Plasma Slice	○○○ + Any Punch	Pop-up
	Electro Blast	○○○ + Hold QK	
	Air Double	○○○ + Punch	
SPECIAL MOVES	Parry Move	○ + Hold QP	
	Pressure Move	○ FP	
	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
SUPER MOVES	Mini-Ultra	○○○○○ + QP	
	Ultra	○○○○○ + QK	
	ULTIMATE	○○○○○○○ + MK	
	Q-Combo Ultimate	○○○○○○○ + MP	
SUPER MOVES	Invito	○○○○○ + FK	Uses Super Power as you move
	Lock On	○○○○○ + QK	Requires 1 Super Bar Blocks
	Triple Laser Storm	○○○○○ + QP	After Lock On
	Eye Laser	○○○ + FP	Requires 1 Super Bar Blocks
SUPER MOVES	Plasmaport	○○○ + Any Punch/Kick	Requires 1 Super Bar Blocks
	Super Electro Blast	○○○○○ + QK	Requires 3 Super Bar Blocks Linker
	Super Cyber Dash	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
	End Special 1	Cyber Dash + FK	
	End Special 2	Eye Laser + FP	
	End Special 3	Laser Storm + MP	
	End Special 4	Plasma Slice + FP	
	End Special 5	○○○ + QP	After first 4 Enders



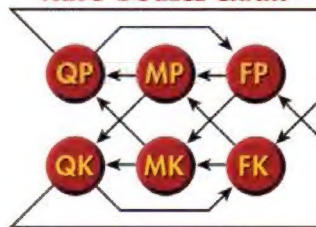
EmuMovies



JAGO

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Laser Blade	○○○ + MP, FP	MP Linker
	Windkick	○○○ + Any Kick	QK, MK Linkers, MK Parry Opener
	Wings Slide	○○○ + Any Kick	QK, MK Linkers
	Endokuken	○○○ + Any Punch	
SPECIAL MOVES	Fake Endokuken	○○○ + QK	
	Rad Endokuken	Press FP ○○○ Balance FP	
	Air Double	○○○ + Kick	
	Throw	○ + FP	In on opponent's throw move
SPECIAL MOVES	Reverse Throw	○ + FP	
	Tiger Fury	○○○ + Any Punch	Pop-up
	Parry Move	○ + Hold QP	
	Pressure Move	○ FK	
SUPER MOVES	Breaker	○○○ + P/X	
	Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	Mini-Ultra	○○○○○ + QK	
	Ultra	○○○○○ + FK	
SUPER MOVES	ULTIMATE	○○○○○○○ + FK	
	Q-Combo Ultimate	○○○○○○○ + MP	
	Super Wings Slide	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
	Super Windkick	○○○○○ + MK	Requires 3 Super Bar Blocks Linker
SUPER MOVES	Shadow Move	○○○○○ + MK	Requires 3 Super Bar Blocks
	Super Endokuken	○○○○○ + QP	Requires 4 Super Bar Blocks
	Super Tiger Fury	○○○○○○○ + FP	Requires 6 Super Bar Blocks
	End Special 1	Windkick + FK	
	End Special 2	Laser Blade + FP	
	End Special 3	Tiger Fury + FP	
	End Special 4	Endokuken + FP	
	End Special 5	○○○ + MP	After first 4 Enders

AUTO-DOUBLE CHART



Note: Please refer to your instruction booklet for more detailed information on Fighting Theory and Controller Functions.

NINTENDO 64



MAYA

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Mount	○ + FP	Pop-up
	Savage Blades	○ + MP	Linker & Parry Opener
	Flip Kick	○ + MK	Linker
	Air Double	○ + FP	Jump in Air
	Throw	○ + FK	
SPECIAL MOVES	Jungle Leap	○ + FK	
	Savage Leap	○ + QK	
	Cobra Bite	○ + QP	Pop-up
	Air Double	○ + Any Kick	
	Throw	○ + FK	
SUPER MOVES	Reverse Throw	○ + FP	In an opponent's throw move
	Pressure Move	○ + FK	
	Ultra Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Mini-Ultra	○ + FP	
	Ultra	○ + FK	
END SPECIALS	ULTIMATE	○ + QK	
	Q-Combo Ultimate	○ + QP	
	Super Flip Kick	○ + MP	Requires 3 Super Bar Blocks Linker
	Super Savage Blades	○ + MP	Requires 3 Super Bar Blocks Linker
	Super Jungle Leap	○ + FK	Requires 3 Super Bar Blocks Linker

GLACIUS

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Cold Shoulder	○ + MP	Linker
	Jay Grip	○ + QP	
	Liquidize & Apparent	○ + MK	Linker & Parry Opener
	Liquidize In Air	○ + Any Kick	Must Jump
	Liquidize	○ + QK	
SPECIAL MOVES	Liquidize & Apparent	○ + MK, FK	Pop-up
	Ice Lance	○ + FP	Pop-up
	Arctic Blast	○ + Any Punch	
	Air Double	○ + Any Kick	
	Throw	○ + FK	
SUPER MOVES	Reverse Throw	○ + FP	In an opponent's throw move
	Pressure Move	○ + Hold QP	
	Breaker	○ + FK	
	Ultra Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Mini-Ultra	○ + QK	
END SPECIALS	Ultra	○ + QK	
	ULTIMATE	○ + MK	
	Q-Combo Ultimate	○ + QK	
	Super Apparent	○ + FK	Requires 3 Super Bar Blocks Linker
	Super Cold Shoulder	○ + MP	Requires 3 Super Bar Blocks Linker

B. ORCHID

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Flk Fish	○ + Any Kick	DL MK Linker
	Ichu	○ + MP	Linker & Parry Opener
	Tiger Slide	○ + Any Kick	MK Linker
	Torrida Fire	○ + Any Punch	
	Fake Torrida Fire	○ + QK	
SPECIAL MOVES	Son	○ + FP	Pop-up
	Air-Booster	○ + Any Kick	
	Air Double	○ + Any Kick	
	Throw	○ + FK	
	Reverse Throw	○ + FP	In an opponent's throw move
SUPER MOVES	Parry Move	○ + Hold QP	
	Pressure Move	○ + FK	
	Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Ultra Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Mini-Ultra	○ + QK	
END SPECIALS	Ultra	○ + QK	
	ULTIMATE	○ + FP	
	Q-Combo Ultimate	○ + MK	
	Super Ichu	○ + FP	Requires 3 Super Bar Blocks Linker
	Super Fish	○ + MK	Requires 3 Super Bar Blocks Linker



SABREWULF

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Sabre Wheel	○ + MP	Linker
	Sabre Spin	○ + MK	Parry Opener
	Sabre Spin	○ + MK	Linker
	Sabre Pressure	○ + FP	Hold FP To Delay Pressure
	Sabre Flip	○ + FK	Pop-up
SPECIAL MOVES	Sabre Head	○ + QP	Hold QP To Sustain Head
	Fake Sabre Head	○ + QK	
	Sabre Flip	○ + P/K	
	Parry Move	○ + Hold QP	
	Pressure Move	○ + FK	
SUPER MOVES	Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Ultra Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Mini-Ultra	○ + QK	
	Ultra	○ + QK	
	ULTIMATE	○ + QK	
END SPECIALS	Q-Combo Ultimate	○ + QK	
	Super Sabre Spin	○ + MK	Requires 3 Super Bar Blocks Linker
	Super Sabre Wheel	○ + MP	Requires 3 Super Bar Blocks Linker
	Super Fireball	○ + FP	Requires 4 Super Bar Blocks
	Super Storm	○ + FP	Requires 4 Super Bar Blocks



SPINAL

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	SkullSkinner	○ + MP	Linker
	Flame Blade	○ + FP	Linker, Pop-up
	Skull Scrape	○ + FK	Pop-up
	Skull Spear	○ + FK	
	Soul Drain	○ + QP	
SPECIAL MOVES	Skull Dash	○ + QK	
	Skullspart	○ + Any Kick	Requires 1 Skull
	Power Devour	○ + Hold QP	
	1 Skull Summon	○ + MP	Requires 1 Super Bar Block
	All Skull Summon	○ + FP	Requires 6 Super Bar Blocks
SUPER MOVES	Searing Skull	○ + Any Kick	Requires 1 Skull
	Air Double	○ + FK	
	Throw	○ + FK	
	Reverse Throw	○ + FP	In an opponent's throw move
	Pressure Move	○ + FK	
END SPECIALS	Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Ultra Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Mini-Ultra	○ + FP	
	Ultra	○ + FP	
	ULTIMATE	○ + QK	

TJ COMBO

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	TJ Trancer	○ + MK	Pop-up
	Roller Coaster	○ + MP	Linker & Parry Opener
	Spinfist	○ + QP	
	Skull Crusher	○ + FK	Pop-up
	Air Trancer	○ + MK	Must Jump
SPECIAL MOVES	Spinfist	○ + QP	also Linker
	Behind Back	○ + QK	Pop-up
	Cyclone	○ + FP	
	Powerfist	○ + FP	
	Stop Powerfist	○ + FK	Player must be running
SUPER MOVES	Fake Dizzy	○ + QK	
	Air Double	○ + Any Kick	
	Throw	○ + MP	
	Reverse Throw	○ + MP	In an opponent's throw move
	Parry Move	○ + Hold QP	
END SPECIALS	Pressure Move	○ + FK	
	Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Ultra Breaker	○ + P/K	Requires 6 Super Bar Blocks
	Mini-Ultra	○ + QK	
	Ultra	○ + QK	

